

# THE DONATOR

A TRUE SUPPORT CLASS FOR 5TH EDITION.



# DONATOR

**A** TIEFLING CUTS A GASH IN THEIR SIDE, SEEMINGLY making the aarakocra in the front lines stronger. An elf raises their hands high, staggering after blessing the human who is talking to the king. A Grung creates a glowing light, making the bird on its shoulder collapse. These are all Donators, helpful allies that take from their own hit points to invigorate their allies, boosting the rolls and restoring their HP.

## HEALTH AT THE COST OF HEALTH

Most donators are motivated by the need to help others, even if it is at their own detriment. A donator is to be protected as they use their own health to help their allies. Donators are at their happiest when they are helping the ones in need.

### QUICK BUILD

You can quickly build a Donator by following these suggestions. First constitution should be your highest score, next choose the acolyte background.

## CLASS FEATURES

As a Donator you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d6 per Donator level.

**Hit points at 1st level:** 6 + your constitution modifier

**Hit points at higher levels:** 1d6 (or 4) + your constitution modifier per level after 1st.

### PROFICIENCIES

**Armor:** Light armor, medium armor, shields

**Weapons:** Simple weapons

**Tools:** None

**Saving throws:** Constitution, wisdom

**Skills:** Choose two from insight, investigation, medicine, nature, perception, persuasion or religion

### STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment you gain from your background:

- (a) Leather armor and a shield or (b) a chain shirt
- (a) Any simple weapon or (b) any martial weapon

## THE DONATOR

Level	Proficiency Bonus	Features
1st	+2	Heart of Caring
2nd	+2	Donations
3rd	+2	Donor's Route
4th	+2	Ability Score Increase
5th	+3	Improved Resilience
6th	+3	-
7th	+3	Route feature
8th	+3	Ability Score Improvement
9th	+4	Additional Donations
10th	+4	Improved Heart of Caring
11th	+4	Route Feature
12th	+4	Ability Score Improvement
13th	+5	-
14th	+5	Improved Donation
15th	+5	Route Feature
16th	+5	Ability Score Improvement
17th	+6	-
18th	+6	Route Feature
19th	+6	Ability Score Increase
20th	+6	Supreme Donation

## HEART OF CARING

At 1st level whenever you use a healing potion on someone else, cast a healing spell or any other type of healing on anyone else, you can instead heal the maximum amount. You can use this feature a number of times equal to your proficiency bonus. Beginning at 10th level you can also use this feature on yourself.

## DONATIONS

When you reach 2nd level you can donate an amount of your health to buff your allies. You are able to go lower than your health pool, but it will make you unconscious but not making death saving throws. All health is rounded down. When you reach 9th level you gain additional donations. All damage taken is from your maximum hit points. The donations you can use are as follows:

- Donation of Advantage. (Prerequisite 9th level) You can spend 1/2 of your hit points to give an ally advantage on one check of their choosing.
- Donation of Aim. You can spend 1/8th of your hit points to give an ally +5 to hit on their next attack roll.



- Donation of Boosts. You can spend 1/8th of your hit points to give an ally an extra +10 movement speed.
- Donation of Bonuses. You can spend 1/4th of your hit points to give an ally a d6 to roll whenever they want to.
- Donation of Damage. (Prerequisite 9th level) You can spend 3/4 of your hit points to make an ally's next attack roll deal the maximum damage
- Donation of Health. You can spend 1/8th of your hit points to restore 2d8 health to an ally you can see. This healing increases to 2d12 at level 9.
- Donation of Increases. (Prerequisite 9th level) You can spend 1/2 of your hit points to give an ally a temporary +2 to any score of their choice for one minute.
- Donation of Power. (Prerequisite 9th level) You can spend 3/4ths of your hit points to give an ally extra damage on their next attack equal to 1/2 of your hit points after the deduction.
- Donation of Shielding. You can spend 1/4th of your hit points to give an ally a magical shield, as if from the shield spell

## DONOR'S ROUTE

When you get to 3rd level you become adept at one route of donations. Choose from the list of options below.

Route of the Transfusion, Route of Improvement, Route of Familiars and the Route of Conditions. What route you choose grants you features at 7th, 11th, 15th and 18th level.

## ABILITY SCORE INCREASE

When you reach 4th level and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase your stats above 20 using this feature.

## IMPROVED RESILIENCE

At 5th level you can add twice your proficiency bonus to any con save you have to make.

## IMPROVED DONATIONS

When you obtain 14th level your donations are less taxing on your body. Whenever you make a donation you take 1/2 damage from the donation. This does not apply to the donation of damage.

## SUPREME DONATION

When you get to level 20, your donations become even less taxing on you. Whenever you make a donation you take 3/4 less damage. This does not apply to the donation of damage.

## DONOR'S ROUTE

All donator's have to specialize in a certain forte of donation, gaining specific donations from their study.

## ROUTE OF THE TRANSFUSION

Transfusiors are what first jumps to mind to most when someone says 'donator' they use their health to help their allies stay alive longer.

### EXTRA DONATIONS

When you pick this route at 3rd level you gain access to the following donations:

- Donation of the Brief. You can spend 1/8th of your hit points to give an ally temporary hit points equal to 5 x your donator level. These hit points last for one minute or until depleted
- Donation of Revitalization. You can spend all of your hit points to bring someone back from the dead, as if with the revivify spell.
- Donation of Mass Healing. You can use half of your max hit points to pick up to 6 allies you can see to regain hit points equal to 2 x your donator level.

### BONUS OF POTIONS

When you get to 7th level your time spent helping others has manifested itself as being able to keep your donations over a longer period of time. You can use a donation to create a potion. Anyone can drink these potions and gain the effect. You can have a maximum of 3 potions at once.

### RESTORATIVE ABILITY

At 11th level you have figured out a small amount of the arcane allowing you to cast cure wounds a number of times a day equal to your constitution modifier. Your spellcasting ability for this is constitution.

### STRONGER HEALING

After you have gotten to 15th level your healing donations have become much stronger. Whenever you use a donation that gives extra hit points, they gain extra hit points equal to your donator level.

## PERFECTED POTIONS

At level 15 your potions have become perfected, allowing you to create 6 at a time. When someone drinks one of your potions and you can see them, you can use a reaction to use one of your donations on them.

## ROUTE OF IMPROVEMENT

---

Improvers are a lesser known variation of donators, they focus on improving certain things about their allies, lessening their weaknesses and improving their strength.

### ADDITIONAL DONATIONS

When you pick this route at 3rd level you gain access to the following donations:

- Donation of Minor Shield. You spend 1/8th of your hit points to give an ally +2 AC for one minute.
- Donation of Size. You can spend 1/4th of your hit points to increase or decrease an ally's size by one category.
- Donation of Strength. You can spend 1/4th of your hit points to give an ally's next melee attack an extra 2d8 damage.
- Donation of Massive Increases. You can spend 3/4 of your hit points to temporarily increase an ally's ability score of their choosing by 4 for two minutes. This increase can go above 20. This donation is not affected by Improved Donations or Supreme Donations.

### INFUSED DONATION

After reaching level 7 you can infuse your donations with additional effects. You can use this feature a number of times equal to your proficiency modifier. The infusions are as follows:

- Infusion of a Slot. The target of the donation gains one extra first level spell slot for one hour.
- Infusion of Scales. The target of the donation gains a +1 to their AC for one hour.
- Infusion of Speed. The target of the donation gains +5 speed.

## GREATER INFUSIONS

At level 11 your infusions gain an improvement, as follows:

- Infusion of a Slot. The target of the donation gains two extra first level spell slots for one hour.
- Infusion of Scales. The target of the donation gains a +2 to their AC for one hour.
- Infusion of Speed. The target of the donation gains +10 speed.

### AURA OF INFUSIONS

After you reach level 15 you have figured out how to create an aura of an infusion. As an action you can pick an infusion and for one hour everyone within 10ft of you gains the benefit of that infusion

### GREATEST IMPROVEMENT

At level 18 you have figured out the secrets to improving your allies. Whenever you buff an ally you can give them temporary hit points equal to 3d8

## ROUTE OF FAMILIARS

---

Donators who wish to not harm themselves, but to still help their allies become part of the Route of the Familiars using a familiar's health to substitute their own.

### FAMILIAR

After you pick the route you learn the Find Familiar spell and can use it instead of themselves for their donations. The familiar gains extra hit points equal to your constitution modifier times 2.

### ADDITIONAL DONATIONS

When you pick this route at 3rd level you gain the following donations:

- Donation of Scouting. You can spend 1/2 of your hp so that your familiar gains an extra +30 speed and gains an extra +10 passive perception
- Donation of Harming. You can spend 1/4th of your hit points to deal 1d12 force damage to one target within 30 ft.

### FAMILIAR ATTACK

At 7th level your familiar has seen enough battles to learn how to attack. Your familiar can make one unarmed strike as a bonus action dealing 2d4 piercing damage. This gets improved at 15th level to 4d4.

### FAMILIAR'S DODGING

At 11th level your familiar is now better at dodging on the battlefield. Attack rolls against your familiar have disadvantage.



## **FAMILIAR'S SACRIFICE**

At 18th level whenever you drop to 0 hit points your familiar can use its reaction to absorb the damage that you would have taken.

## **ROUTE OF CONDITIONS**

Members of the Route of Conditions are by far the rarest types of donators, as they are more offensive than their helpful counterparts, they focus on debuffing the enemies rather than buffing their allies.

### **ADDITIONAL DONATIONS**

When you pick this route at 3rd level you gain the following donations:

- Donation of Weakness. You can spend 1/4th of your hit points to inflict the poisoned condition on one creature you can see.
- Donation of Charming. You can spend 1/4th of your hit points to charm one creature you can see.
- Donation of Fright. You can spend 1/4th of your hit points to frighten one creature you can see.
- Donation of Incapacitation. You can spend 3/4ths of your hit points to incapacitate one creature you can see.
- Donation of Comatose. You can spend all of your hit points to make one creature you can see fall unconscious. This is not affected by improved donations or supreme donations.

### **PROFESSIONALLY CONDITIONED**

When you get to 7th level you gain advantage on saving throws to avoid or remove conditions.

### **CONDITIONER'S EYE**

After you obtain 11th, level you know of all the ways creatures can inflict conditions. You can use an action to observe a creature and see if they have any way of inflicting a condition.

### **CONDITIONALLY DODGING.**

After getting to 15th level, you can pick 3 conditions and become an expert in avoiding those, granting you expertise in saves to avoid those conditions.

### **CONDITION MASTER**

When you get to level 18, if a condition requires you to make a check to avoid it, you can treat a roll lower than 15 as a 15.

## **CREDITS**

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2023 by The O Team and published under the Community Content Agreement for Dungeon Masters Guild.

Made with Homebrewery